

Mohan Defense Against Weak NT

By Henry Jackson

Weak NT Defense Is Different

- Responder may hold up to 11 HCP and pass!
- Careless overcalls may result in doubles for big losses when no game was possible for Opener's side.
- Some strong NT defenses do not include a penalty double, but a penalty double option is needed for weak NT defense.

What Is Weak?

- If their range includes “16”, treat it as strong.
- Some experts treat 13-15 as strong if part of a strong club system.

Mohan Strategy

- Mohan is designed to defend against weak NT by making it difficult for the Responder to double or even show his own suit.
- Keeping the opponent's off balance is part of the beauty of Mohan.

Mohan Overcalls

- Double – Penalty oriented with a good 14+
- 2 ♣ - Promises both majors
- 2 ♦ - Transfer to Hearts
- 2 ♥ - Transfer to Spades
- 2 ♠ - Promises Spades and undefined minor
- 2 NT – Promises Hearts and undefined minor
- 3 level suit bids – Natural

Mohan's Advantages

- Since Overcaller is usually not bidding his real suit, it is hard for Responder to double or even bid if Overcaller has bid his suit.
- Advancer often becomes Declarer forcing Opener to lead away from his strength.

When To Interfere

- **Consider** interfering with any hand that you would have opened (one bid, weak 2, etc.).
- Beware of bidding with square hands and less than 15 points unless you have both majors.

After 1NT Doubled

- After the weak NT is doubled, Advancer has many choices depending on the Runout strategy employed by Opener's side.
- If Responder makes a business redouble and Advancer does not have values to leave the double in, then he may transfer or use Garbage Stayman pretending that Overcaller had opened a strong NT.

After 1NT Doubled Continued

- If Responder passes the double starting a possible runout (Opener expected to redouble or bid a 5-card suit), Advancer can pass hoping for a later penalty double or bid (systems on) depending on his strength and distribution.

After 2♣ Overcall

- 2♦ - Shows little or no preference of a major (helpful if Overcaller is 4-5 in majors)
- 2 of major – Shows minimal values
- 3 of major – shows invitational values
- 2♦ Followed by 3♦ - Forcing
- 3♦ - To play
- 2NT – Invitational and natural

After 2 ♦ or 2 ♥ - Transfer

- Transfer should be accepted if Responder passes.
- New suit bid is natural and forcing 1 round.
- 2NT is a natural game try.
- Jump acceptances are invitational not forcing.
- Note if Overcaller then rebids a minor (including diamonds) he promises 4 in major and 6 in minor.

After 2 ♠ (Spades + Minor)

- 2NT- Game try asking size and minor suit
- 3 ♣ - Pass or correct
- 3 ♠ - Invitational

After 2NT (Hearts + Minor)

- 3 ♣ - Pass or correct
- 3 ♦ - Natural and forward going
- 3 ♥ - To play
- 3 ♠ - Natural and forcing